

Les Liaisons Dangereuses

Canard Press

May 18, 1969

May 18, 1973

**Les Liaisons Dangereuses is the Paramount journal of postal Diplomacy,
Vox Populi, demonstrating a splendid vivacity, instead of jejune rodomontade!**

no. 44



dedication.

J.R.R. TOLKIEN

4th ANNIVERSARY ISSUE !

DEADLINE INFORMATION

All Winter Builds are due on June 1, 1973 by 4 PM

Spring moves are due on June 20, 1973 by 4 PM

All Fall moves are due by June 20, 1973 at 4 PM. I will mail Winter builds on or before June 4, 1973.

All moves are to go to 644 West Briar Place, Chicago 60657

Phone calls are accepted between 7PM and 12PM only. 312-929-7957

DEADLINE INFORMATION

note: Builds with an "*" signify that spring moves are now on file.



LIAISONS DANGEREUSES is published by CANARD PRESS by Lenard Lakofka, 644 West Briar Pl. Chicago Illinois 60657. Games are open. For New comers \$5.00 first class, \$5.50 air mail \$7 non-North American Air Mail. Experienced player game open (restrictions removed) add \$1 to New comer fees. Subscriptions: 9 for \$2 first class, 7 for \$2 air mail, 5 for \$2 non-North American air mail. Issue #45 will be published in late June, after Diplocon.

☆ A SHORT HISTORY OF LIAISONS DANGEREUSES

In 1968 I discovered Diplomacy at the Lake Geneva Convention, where I was introduced to it by my friend Gary Gyax. I purchased the game at Krook's in Chicago at Christmas (they were constantly sold out before that time) and began to play the game.

I fell upon postal play again through Gary Gyax who was then playing in 1968 BK in Verbal Chaos Limited. In that publication I found a list of game openings and began my own postal play in a zine called Half & Half with 1969AA.

Once I began to play postally I decided that I wished to begin a game myself as a games-master. I advertised for players in IFW publications at a game fee of \$2 and on May 18, 1969 LIAISONS DANGEREUSES was born.

I got the name for the zine from a movie I had just seen entitled Les Liaisons Dangereuses, a french subtitle flick adapted from the epistolary novel of the same name. Since this seemed like a perfect title for a Diplomacy magazine and since the movie was risqué, the die was cast!

Bill Hoyer and I were the co-editors/GMs of LD during 1969. Bill did the even issues, I did the ODD ones. (figures that I'd do the odd ones, doesn't it?) Our first game, GMD by Bill, was 1969 AE, in which I played France. Soon after LD # 2 + 3 (1969AY+AZ) began, one GMD by myself, one by Bill.

Starting in 1970 LD was a terrible ugly little piece of garbage, whose ~~only~~ only claims to fame was a misspelled title, "liaisons danger-ense", and constant typos.--at least now I spell the title correctly; usually--

GOOD GRIEF, A SAFE!!

....or, What will daddy drag home nest, William?

by Carol Ann Buchanan

"Where will it all End?!" This is a question I have been asking myself since Walter decided to become a Dippy publisher. First, it was collecting all the zines in the hobby (rarer, rarest and not-so-rare...he must have them all). Then it progressed to a filing cabinet to keep said zines in--and then to another filing cabinet because the first one was overflowing. Then we had to have a spirit duplicator on which to run off the infamous HOOSIER ARCHIVES, and nothing would do but that we have the best, so I found myself rushing home from school one day in order to be here when the Man From A.B. Dick arrived to deliver the new Albatrose presses. It was duly deposited in the Archives where all who pass must render obeisance to it.

Things progressed rather normally for a while, and I even began to think this was the end of all the nonsense of acquiring articles for the Archives--except for the regular acquisition of zines, of course. But then one day, Walter announced that he had found a "good deal" on a used filing cabinet that he just couldn't pass up. He needed it in order to store the spare zines that were rapidly accumulating in piles and boxes on the Archives floor. He asked me if it would be okay to get it. Weakly, I acquiesced since I didn't particularly like tripping over the piles of zines on the floor, but mainly because the Archivist gets most upset if the zines are in any way disturbed or knocked out of kilter by even 1/128th of an inch.

Walter had now discovered the world of used office equipment. I mean, after all, one used filing cabinet was "such a good deal" compared to the new ones he has previously bought. And if "you're careful, you can get a sturdy one that just needs a bit of paint and it'll look brand new." (Two guesses who gets to give it the "touch of paint....") It wasn't long before he came home with another used filing cabinet (this makes four, in case you've lost track)--proudly announcing that it was "a deal I just couldn't refuse."

About this time I started to get wise to the fact that Walter had caught the good used furniture bug (GUF bug for short); consequently, I began rising at 4:00AM to meet the Sunday paper man as he delivered the Indianapolis Star and I would furtively remove the Want Ad section of the paper, re-deposit the paper in the box and slip back to bed. The next morning when Walter couldn't find the Want Ad section, I didn't know where it was--maybe they didn't have any Want Ads that day. No?--well, maybe they had forgotten to put it in our paper. Don't ask ME where it is. That worked for about two Sundays--until Walter began to be suspicious and called the paper man to complain about the lack of the Want Ad section. The next Sunday there were two of them in the paper.

As I realized, Walter was hooked on the Want Ad section and the next week he came dragging home not one, but TWO, used filing cabinets that just needed a "touch of paint" (would you believe it took a quart for each one!?) and they would be as good as new. I should mention at this point that the Archives

had reached its limit of three filing cabinets, so the next three cabinets had been deposited on the front porch for lack of a better place (well, I could think of a better place, but Walter says that two miles to the junk yard is too far to go when he wants to find something from them). The front porch has thus become The Archives Annex.

About two weeks went by uneventfully--no new filing cabinets--no talk of used office furniture--nothing. I began to hope that perhaps Walter had been cured of the GUF disease. It was simple the calm before the storm that broke the camel's back--to mix metaphors.

That fateful day began normally enough, but the minute I saw Walter jumping joyously out of the VW camper, I knew that he made a "read find." "Oh, honey," he exclaimed excitedly, "it was such a good deal--you won't believe it!"

"What did you get now?" I sighed. "Another filing cabinet?"

"This is something that is a once-in-a-lifetime deal. These sort of deals just don't come along every day. I was really lucky to find this."

"What is it," I asked suspiciously.

"You won't believe it. Such a good deal! Guess what I got today--a fireproof two-inch thick steel reinforced two-drawer filing safe to preserve all the really Valuable Archives Documents in case of fire."

I didn't believe it.

"This guy in the plumbing business was selling out and had this marvelous fireproof filing safe for sale for only \$75 and it would cost at least \$500 new. That's really a good deal, don't you think?"

Such a deal--he spends \$75 on a monstrosity to save \$425 that I wouldn't have spent in the first place. Such a deal!

"Come on. Let's bring it inside. It weighs 500 pounds and I don't think it ought sit in the VW any longer. All that weight isn't good on the tires."

"So I put on my shoes with the steel-reinforced toes to protect my feet in case that steel reinforced two-inch thick fireproof filing safe slipped, and I clomped out to the VW."

"I'll get inside the VW and push it out and you catch it; then we'll carry it in to The Annex. Don't you think it'll really add to the Archives?"

So I stood there and caught the fireproof filing safe that was such a good deal at only \$75 while Walter pushed. Then we proceeded to lug it across the yard and up to the front steps. As we approached the steps, Walter instructed me to put it down so he could rest a minute. Then he wanted to switch ends with me since he wanted to to in the door first. So I found myself on the heavy end, staggering up the front steps and lunging into the porch. As we carried it, Walter informed me that this marvelous treasure would stand flame up to 1700 degrees Fahrenheit for one whole hour without any damage to the contents.

4 Also in 1970 Chris Schleicher took over the magazine ATLANTIS from Rod Walker. He then became co-publisher of LD, GMing two games 69AE and 69AZ and running/ or typing LD for some 6 to 8 issues.

The first major change, for the better, occurred at the end on 1970 when I decided to open gamee for novice players only. I was in some 10-15 gamee myself and I began to appreciate the problems of the player-GM relationship. Therefore, I attempted to begin production of a better magazine to give the new player a good introduction to the hobby. In mid-1971 I took the two novice games out of LIAISONS and put them in a new zine called NEOPHYTE. I also opened a publication title under the name of CANARD PRESS to handle the purposee of multiple publications.

In 1972, when I began to work on Diplocon V, I added to major features, the Diplomacy Scene and Musings (a column by Larry Blandin). By the time of Diplocon LD was beginning its rebirth as a genzine. Features and news were being added on a regular basis.

The events that caused LD to finally graduate to an "Amalgamation" (a Genzine plus a Gameszine as opposed to being entirely one or the other) were the Rating System Debates of 1972 and the demise of Rod Walker's publishing empire. I had toyed with my own rating system for some time and I raised the problem to Rod at Diplocon V. Then, when he ceased to publish, and the Nomenor system ended, I decided to publish my own syetem--which I have called the ROGUES' GALLERY. The vacuum left by Rod's demise is almost totally filled (with the exception of the Guide to Postal Diplomacy Literature) by Conrad von Metzke and by other publishers.

With LD #36, in September 1972, the final push to make LD into one of the top 10 postal zines was finished. Since September 1972 I initiated a survey syndicate whose title publication is 'vox populi', I published the first and second ROGUES' GALLERY read outs, and have begun the ROGUES GALLERY MAGAZINE POLL.

It is now the dawn of my 5th year of publication. In that year I hope to do more material in Photo Offset reproduction with a much higher standard of layout and gamesmastering.

In conclusion I would like to offer my special thanks to Walt and Carol Buchanan, John Boyer and Conrad von Metzke for their kind words and encouragement over the past year of growing pains in LD.

★ POSTAL DIPLOMACY AND THE RIGHT OF OWNERSHIP ★

by Conrad von Metzke

The following observations are proapted by a number of events in the recent past; gamee have been voted by their players out of their original magazinee and into others; at least one well-known postal Gamesmaster has gone one record as claiming to 'own' the gamee he runs; at least one prominent gamesmaster has issued a codicil to his house-rules specifically formulating a contract for services and actions between himself and his players; and probably as a result of all or some of these things, a wide variety of moves to transfer gamee from ne place to another has sprung up. It is to the point that I think we need a little reassessment.

I quote from the House Rules of John Piggott, dated January 1973: "Registration in a game implies the formation of a contract between the player and the GM. The GM agrees to run the game in a reasonably accurate and efficient manner, and to ensure the transfer of the game to a new GM if he is unable to continue. The player agrees to observe the Rules of Diplomacy and these House Rules, and to play in the game till its end or until his elimination. The player agrees to supply the GM with any changes of address, temporary or permanent, and to notify the GM in writing if he must resign. Failure of one party to comply with these terms will automatically result in the forfeiture of all rights to the other party".

This, to my mind, is a valuable document, despite its weaknesses (e.g. "reasonably accurate and efficient" is untenably ambiguous). It spells out the facts that a player has rights and a GM has rights; it tries to grapple with a definition of the rights; and it includes a forfeiture clause under which license is given to act, at least by implication.

Up to this point the matter of rights has largely centered on the players. This was inevitable, considering that any given publisher starts out by having absolute control over anyone who elects to play in his games (he does, after all, have some of everyone's money, plus the only complete record of the game up to any given point). Thus it was natural that, amid the flowers, a weed or two arose, Gamesmasters whose only interest was in getting the money and splitting for Timbuktu. Several did, and many were the fed-up players by the time people began to think about resolving the matter.

The first really well-thought-out statement came from Larry Peery, who concluded after extensive investigation and analysis that the players has all the rights, and a given game unquestionably 'belonged' to them. To a great extent, the community agreed with these findings, and soon thereafter Larry's evidence was used as a partial rationale for transferring a game from one place to another. It is ironic to recall that the gamesmaster from whom the game was taken was Larry Peery.

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we situated this fantastic bargain in the Annex and Walter stood back to admire his latest acquisition. I collapsed on the floor.

"Isn't it just great?! Now I can store all the Really Rare Archives Documents in here and won't have to stay awake nights any more worrying for fear they'll go up in flames some day."

I've gotten even though--I put an appropriate sign (donated to the Archives a couple of years ago by Edl Birsan--but we've never had a good use for it before) on this scrumdillyishous fireproof filing safe that will withstand 1700 degrees Fahrenheit for one to page 6

This landmark, after being allowed to impinge itself on everyone's consciousness, gave rise to a recent rapid succession of similar attempts. First Buddy Tretick had every one of his games put up for transfer votes, and three of the four were moved. (The fourth has since been orphaned.) Then, moves were made against games run by Joe Antosiak, Steve Cooper, Chris Schleicher, and Conrad von Metzke--the latter two successful. And at this writing the speculations about transferring other games are rife and myriad.

But all of this loses eight of one fact of major importance: A gameemaster retains certain rights too. The original Peery declaration that the players own the game lock, stock and barrel was an admirable first step in sorting out such matters, but it is patently untrue. (Peery's work can perhaps be compared to Charles Reinsel's contribution to rating systems; A noteworthy landmark, but wholly obsolete today.)

For it is undeniable that, as Lewie Pulipher has said, "Wargaming is just a goddamned hobby," and both players and GM's give extensively of themselves in pursuing the hobby. True, GM's charge money, but I know of only one who makes a profit. True, some GM's go kaput with the loot, but most do not, and some who do make arrangements. And GM's are the ones who have to receive the mail, make the adjudications, take the time and effort for the typing, duplicate and collate the issues, and get everything sent out. And then answer the complaints, sort out the missing persons, replace the defaulters, and all the while keep the injections of life-blood (new players, variety, etc.) coursing through the proceedings. I would imagine that a Gameemaster spends as much time and energy on a single game as do all seven players combined. That outlay alone gives him a say in the matter of who owns what.

I would venture to suggest that we have finally reached that point in our hobby where it is possible to determine, at least in rough-draft form, the 'rights' held by each of the parties in a postal Diplomacy game. The players, as Mr. Piggott has noted, have the right to expect reasonable accuracy and efficiency; the Gameemaster has the right to expect a reasonable definition of reasonable. By way of a form of codicil to 'accurate,' the players have the right to expect 'full disclosure' in procedural matters appurtenant to the game (full explication of moves and unusual adjudications thereof; full information of the status and addresses of players; and the like); the Gameemaster has the right to expect reasonable allowance for human error. Both parties have the right to expect faithfulneess and promptneess, but neither ought to wax vituperous nor headstrong as a consequence of the occasional mild lapse.

What we are searching for, of course, is a definition of the word 'reasonable,' and a rational application of it. To toe out a few definitions from my 1938 Webster's Collegiate, 'reasonable' means "just, fair-

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minded, rational, equitable, moderate." Take your pick; they all imply a mutuality, an allowance for the exceptional, and in particular a cautious ("moderate") appraisal of any situation which implies a digression to the unreasonable.

Lots of big words. In the last analysis they can be, and very much need to be, boiled down to an appreciation on all sides of this Diplomacy madneess that the game is played by people. People, in case someone hadn't noticed, are human, and it is time we stopped expecting anyone's deification. Not, you understand, that I'm in favour of error, sloppiness and/or erratic behaviour; but let's face it, perfection tends to lack variety. Consider that fact for a moment the next time one of your players mices a move, or one of your Gameemasters is slightly behind schedule; if everything were perfect, would you really be having any fun?

★ CRACKING NUTS---- ★

by John Boyer

Len Lakofka has asked me to contribute an article to his Special Annivereary Issue for Liaisons Dangereuses. I was more than happy to do so since he has so generously contributed to the success of my own gamezine.

Whereas IMPASSABLE has reached 1 year of age, LIAISONS DANGEREUSES has reached its 4th year of existence. This, the, is quite an accomplishment because only a very few gamezines have lasted that long a period of time. My congratulations goes to Len on having done such a tremendous job over so many years with his LIAISONS DANGEREUSES, and my heartfelt thanks goes to Len for all of his continuing contributions to my gamezine.

Since Len's annivereary occurs close to mine, I think it would be appropriate for me to talk about what has happened in the past year. Thus, what I am about to do is to express my personal opinions--which I do not normally do.

The year 1972 has been a great year for the hobby of postal Diplomacy, and it has also been a great year for myself as a publisher. Last, but not least, the year was made exceptionally good by the emergence of many new gamezines, and of the founding of the IDA as a forceful organization of postal Diplomacy. A record number of games were started with some games' Boardman numbers getting into 1972FO and on up.

During the past year, I have not only picked up a lot of information while being a publisher and player, but I have also formed many, many personal opinions. One of my prime opinions formed during the past year was that opinions, for he most part, should not be expressed openly and without grace. The postal hobby has had too much in the way of feuds for me to create more. I do

6 not actually have much interest in feuds and thus have tried to steer away from them in all of my publications and in all of my letters. I have thus tried to become a "do gooder."

I also have opinions on various people. Naturally, my opinions are stronger on those whom I have corresponded with, i.e., other publishers and active players. In my mind, there are many active people who have, in their own way, contributed positively to the hobby. Of these many, a few stand out as "pillars" of our hobby. Almost surely, these should include people such as: Conrad von Metzke, Lenard Lakofka, Edi Birsan, Walter Buchanan, Doug Beyerlein, Lewis Pul-sipher, Mark Weidmark, Ray Bowers, Burt Labelle, and a whole host of others. In general, these "pillars" are those who have undertaken some very worthwhile project that helps run the hobby, i.e. Boardman Numbers, or are involved in an unusual amount of publishing circulation wise, or produce many productive and provocative ideas that keeps the hobby going. Note also that to become a "pillar" these people have to donate much of their own time, life, stock & barrel. You can also tell them by how long they have stuck with the hobby. Generally, the longer a person has been involved with the hobby, the more he has become important to the hobby in his contributions as an individual. Call them "nuts" or whatever, but without them, the hobby would not last long.

Having become a publisher, I can now respect the work that these people do. It is hard to realize the amount of work that, Conrad von Metzke does as Boardman Number assigner, for example, or the significance of anyone publishing for four years, like Lenard Lakofka. For four years Len has come out with his LD on schedule with a dedication that few can match. It simply means that a lot of hard work goes into being a "pillar". ((I thought I was a Pole.....))

I have thus come to the conclusion that the hobby is run by a small group of these "pillars" and that it probably will always be so unless the hobby becomes huge with several thousands of members. Take the IDA, for example, it is composed of a few of these "pillars" and a few of the new "pillars". The IDA is the current organization of the hobby that is working for the good of all hobby members. In practical terms, the IDA is making use of the "pillars" and their egos to work for improving the hobby at large. The Council of the IDA is the power of the organization and it is with pride that I can point out the fact that it is made up of many new faces such as Chic Hilliker, David Fujihara, and Doug Beyerlein. Unique is Doug. He has been very well known as a player and only recently has he taken the active position as an officer in the hobby. I am sure that as good as he was and still is as a player, that he will achieve the same high standards as an officer of the IDA.

What are we? Where are we going? Why do we do what we do?

These are only a few questions which I have preoccupied myself with in relation to the hobby of gaming in general and Diplomacy in particular. As a hobby, Diplomacy has been constantly growing everyday, and everyday it gains more stature as a national and international pastime. In many parts of the world, indeed perhaps everywhere, Diplomacy hobbyists are considered abnormal. People may ask why play a game? If we have to play a game, why not Chess? Of course, the recent popularity in Chess may even help us! Why? As an example, I take myself! I was a devout Chess player playing in United States Chess Federation's tournaments until I heard about Diplomacy at a Chess tournament. After having played Chess competitively for 2 years, I found myself playing at a home tournament held on a local college campus. Little did I realize that a well known Diplomacy publisher/player was playing in the same tournament! Well, to make the story short, I won the tournament, but Chess lost a winner! In the end, Diplomacy gained me for better or worse, chuckly. Guess who converted me? Two years ago I was sublimely, plotted and brain-washed into postal Diplomacy by none other than the infamous Charles Reinsell! For two years I did not know that the person who convinced me to buy the game was this Charles Reinsell who recently returned to the hobby as an active publisher/player. This is a small world.

Why do we submit ourselves to this idiocy? In all of us, I presume that there is this evil desire to conquer the world. I don't call it escapism and it isn't anymore so than any of the other forms of competition available. It is competition and it can be both social and intellectual competition which makes it an unusual game. Slowly, but surely, we are gaining respectability and someday we might even surpass chess! Some freaks may be running around yelling, "make love not war!", but we Diplomacy players have our own chant, "Play war, don't fight wars!" Of course, I don't preclude any overlapping.

In conclusion, I must say that I have learned quite a lot about the extent, devotion, aims and desires of many hobbyists, and I am sure that the hobby will be around for a long time. Those who help run the hobby must brace themselves for a second year of terrific expansion in numbers of games and players. As a matter of fact, I am predicting another record breaking year for the hobby! Maybe some day we will "fight" all the wars? Just imagine it, professional Diplomacy players hired to settle international disputes! Oh well, I didn't say I wasn't a Diplomacy nut!!

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solid hour. It reads; Incinerator. And I hope someone uses it!

Where will it all end? I keep asking myself. So far, it's been a month since the Archives Annex acquired the fireproof safe, but I'm holding my breath in fear for Walter still devours the Want Ad section each Sunday and I hear these strange mutterings about address-o-graphs and off-set machines and Xerox ("only \$700 for a small one") and

WHERE WILL IT ALL END

1970 BP
the Winter of 1910

Austria, Cusack
A VIE/6/F GRE, ATRI, FADR, A APU, A TYO
France, Lowry
F MAR/14/F ECH, F WAL, F EDI, F LYON, A MUN
F NAP, F TUN, F NWG, A ROM, A VEN, A PRU,
F PIC, A PIED
Germany, Barents
/2/1/1, F NTH, F HOL
Russia, Pitsch
F STP NC, A MOS/8/F NWY, F BLA, A LVN, A WAR,
A DEN, F KIEL
Turkey, Blandin
even/4/F AEG, F ION, F TYRR, A ALB
deadline information on page 2

1970AC
the Fall of 1911

ITALY DESTROYED--FRANCE ONLY 3 AWAY FROM VICTORY!!
France, Baker owns; home, engl, iber, hol, kiel, bel,
mun, ~~ber, ewe, tun~~ 15-12+3!
A MUN(S) ITA A TYO, F LYON(S) a pied-TUS,
F WES(S) F TUN H, A BURG(S) A MUN, A KIEL(S)
A BER H, f mac-EGH, f ech-LON, A SWEN, apio-BEL
Italy, CD owns; ~~1/1, 1/1, 1/1~~ 0-2-2 ATYO, F NAP
Russia, Grossbaum owns; ~~1/1, 1/1, 1/1~~ nwy, mos, stp, war,
bud, vie, DEN, SEV 8-8 even a ber retreats to
pru, f ech retreats to north ~~east~~
A PRU (S) A SIL H, A BOH(S) a vie-TYO, a etp-
FIN, f nth-DEN, a mos-SEV, A NWY(S) a atp-FIN
Turkey, Knudsen owns; home, rum, bul, ~~1/1, 1/1, 1/1~~ gre, ser, rom,
hap, TRI, VEN 11-10+1
F AEG + F ION (C) a con-APU, F ADR(S) a tri-
VEN, a aer-TRI, f bla-CON, a eev-RUM, F TYRR-tus,
a bul-SER
deadline information on page 2

1971 AT
the Winter of 1908

Austria, Timm, 5892 Rhope, New Orleans, La 70114
even/10/A VIE, A TYO, A GAL, A UKR, A SEV, A TRI,
A RUM, A BUL, F AEG, A SMY
France, Horton vice Shamray, 10614 Le Conte, Los
Angeles Calif. 90924
/4/A SPA, F MAR, F MAO, F ECH, ~~1/1, 1/1, 1/1~~
Germany, Carpenter RD 2, Bx 357, Redhook, N.Y. 12571
F KIEL, A BER/15/A PRU, A WAR, A MUN, A BOH,
A SIL, A PIC, A BRE, A PAR, A MOS, A STP, F
LON, F NTH, F EDIN
Italy, Early, 311-15 #206, Charlottesville Va 22903
F ROM/4/F TUN, A PIED, A VEN
Turkey, Wrobel, 7 Poland Village, Poland Ohio 44514
even/1/ F CON
deadline information on page 2

1971 BX
the fall of 1908

IS TURKEY GOING TO DISAPPEAR AGAIN?? SEALED
ORDERS PUT SULTAN(SEE) WITHIN 4 of A WIN!
England, Davis owns; home, ~~1/1, 1/1, 1/1~~ den, hol, kiel, port,
apa, bel 9-10-1
F LYON (S) FRE A PIED, F SPA SC(S) F LYON,
F DEN (S) f hol-KIEL, F NTH(G) a edi-HOL, f ech-
MAO, a bel-RURHB, f kiel-BAL, f nao-NWG,
France, Chin owns; home tun 4-4 even
A PIED (S) Rus a mun-tyo(nso), F WES(S) F TUN H
A BURG (S) eng a bel-RUHR
Italy, Scroggie owns; ~~1/1, 1/1, 1/1~~ 0-2-2 out of game
a ven-pied/D...., f tyrr retreated to tun,
F TUS-rom

Russia, Swies owns; stp, mos, mun, ber, nwy, war,
~~1/1, 1/1, 1/1~~ SWE 7-7 even a sev retreated to mos;
A BER(S) A MUN H, A SIL (S) A WAR H, f nwy-
SWE, A STP (S) A MOS H

Turkey, Cockrell nar, ~~1/1, 1/1, 1/1~~ eou--owns; home gre, rum, bul
vie, bud, nap, aer, rom, SEV, VEN, TRI
14-11+3!
A TYO(S) a gal-BOH, F TRI (S) f apu-VEN, F BLA
(S) a rum-SEV, f ROM-tyrr, F TYRR-lyon, a eev
UKR, a ukr-GAL, a gal-BOH, F ION-tyrr
deadline information on page 2

1971 CE
the Winter of 1907

Austria, Cox, a eil retreats OTB
A TRI, A BUD/5/A VIE, A TYO, F VEN
England, Mc Gee F LON, A EDIN/11/F NAP, F TUN, F BAL, A PRU,
A SIL, A BER, A STP, F BAR, F NTH
France, Blandin F BRE/7/F TUS, F PIED, A MUN, A BOH, F WES,
F TYRR
Turkey, Rice //11// F ION, ~~1/1, 1/1, 1/1~~ A RUM, A BUL, F NAP, F ROM,
A LVN, A WAR, A GAL, F ALB, A APU, a etp retreats MOS
deadline information on page 2

1971 DO
the Fall of 1907

England, Keller owns; home, scan, bel, stp, ber, hol, KIEL
11 = 10 +1
F BAL(S) A BER, f bar-NWY, f ewe-BOTH, a wal-LVP, F STPNH,
A BER H, F HOL H, F KIEL H, A BEL H, A YORK H
France, Horton, vice Shamray owns; home, iber, tun, italy
9-8+1 A VEN (S) a TYO-tri, F ION-nd, F APU-adr,
F NAP-ion, F TYRR(S) F NAP-ion, F LYON H, A BURG (S)
rus a mun
Turkey, Leader owns; home, balk, eev, mos, war, austria, MUN
14-13+1 a tyo retreats to vie
A VIE(S) A TRI-tyo, A BOH(S) a eil-MUN, A WAR (S) A LVN-
pru, A BUD-tri, A GAL-eil, a PRU-ber, f CON-aeg, F ADR-
ion, F AEG-nd, F GRE (S) F ADR-ion
Germany, Early owns; ~~1/1, 1/1, 1/1~~ 0-1-1 out of game A RUHR-mun
Russia, Brooks owns; ~~1/1, 1/1, 1/1~~ 0-1-1 out of game A mun/~~1/1~~enga BERH
deadline information on page 2

1971 DV
the spring of 1907

England, Drake F NTH (C) a edin-HOL, a hol-KIEL, A YORK H,
(9) F LON H, f nwy-NWG, a kiel-BER, f helgo-DEN, f den-SKAG
France, Nozik A PIED(S) A TYO H, f lyon-TUS, f ion-ADR,
(8) f wae-TYRR, a bel-RUHR, A BOH-vie, f tyrr-ION
Italy, Drews /5/ A VIE-tyo, a tri-VEN, e ven- ROM, A APU (S)
F NAP, F NAP (S) a ven-ROM
Russia, Early/8/ F STPNC UNORDERED, *B* Awar-LVN, F BLA (S)
a ank-CON, A SEV-ara, A RUM-bul, A GAL (S) ita a vie
/invalid, a vie otm/, A SER(S) A RUM-bul
Turkey, Ostapovich/4/ f con(~~1/1~~) A BUL/d...., A SMY-ara,
A BUL(~~1/1~~) f con/d...., F GRE(S) A BUL
the deadline information may be found on page 2

1971 EK
the winter of 1906

Austria, Fujihara * F TRI/7/A SER, A BUL, A TYO, A VEN,
A GAL, F ALB
England, Brackman* even/5/ F ECH, A EDI, F PORT, A PIC, FLON
France, Lewis /2/ ~~1/1, 1/1, 1/1~~ a ven/z/otb, F LYON, A PAR
Italy, Hendry* even/3/ A NAP, A ROM, F SPA S
Turkey, Cleaver * even/6/F AEG, f bul a retreated to CON,
F GRE, A SEV, A SIL, A STP
Germany, Blandin A BER, A KIEL/11/ A MOS, A PRU, A WAR,
A MUN, A MAR, F BEL, F NAO, F NTH, F MAO
deadline information on page 2

